

## AMENDMENTS TO THE CLAIMS

Please cancel claims 33-38 and 45-47. All pending claims are reproduced below.

1           1. (Original) A user interface for a device including a display, for  
2 manipulating an object displayed on the display, the device executing program  
3 instructions for providing the user interface, the user interface comprising:  
4           a displayed representation of the object; and  
5           a control region surrounding the displayed representation of the object  
6           and comprising a plurality of zones for accepting object  
7           manipulation commands via an input device and via at least two  
8           modes of user input.

1           2. (Original) The user interface of claim 1, further comprising an input  
2 device for accepting user input in the zones.

1           3. (Original) The user interface of claim 2, wherein the input device  
2 comprises at least one selected from the group consisting of:  
3           a tablet for detecting a stylus position;  
4           a mouse;  
5           a touchpad;  
6           a pointing device;  
7           a touch-sensitive screen;  
8           a keyboard;  
9           a microphone for accepting voice input; and  
10          a remote controller.

1           4. (Original) The user interface of claim 1, wherein the input device  
2 comprises a keyboard including keys corresponding to the zones.

1           5. (Original) The user interface of claim 1, wherein the input device  
2 comprises a keyboard, and wherein standard keys on the keyboard are  
3 selectively assigned to zones.

1           6. (Original) The user interface of claim 1, wherein the input device  
2 comprises a keyboard including additional keys corresponding to the zones.

1           7. (Original) The user interface of claim 1, wherein the zones are  
2 arranged in a grid.

1           8. (Original) The user interface of claim 1, wherein the zones are  
2 arranged in a matrix comprising rows of cells, and wherein the object  
3 representation is located within a cell of the matrix.

1           9. (Original) The user interface of claim 1, wherein the zones are  
2 arranged in a matrix comprising three rows of three cells each, and wherein the  
3 object representation is located in the center cell of the center row.

1           10. (Original) The user interface of claim 1, wherein the user input modes  
2 comprise at least two selected from the group consisting of:

3           an activation command;

4           an activation command concurrent with a modifier key;

5           voice input;

6           keyboard input;

7           remote controller input;

8 mouse input;  
9 stroke input; and  
10 menu command selection.

1 11. (Original) The user interface of claim 1, further comprising:  
2 a menu activatable by performing a menu activation command for a zone,  
3 the menu comprising commands, wherein the menu is displayed in  
4 proximity to the zone upon activation.

1 12. (Original) The user interface of claim 11, wherein at least one of the  
2 menu commands is also directly activatable by at least one of stroking, pressing a  
3 button, or double-clicking within the zone.

1 13. (Original) The user interface of claim 11, wherein performing the  
2 menu activation command comprises positioning an on-screen cursor within the  
3 zone and pressing a button.

1 14. (Original) The user interface of claim 11, wherein performing the  
2 menu activation command comprises issuing a voice command.

1 15. (Original) The user interface of claim 11, wherein the menu includes,  
2 for at least one command, an icon indicating a stroke direction for directly  
3 activating the command.

1 16. (Original) The user interface of claim 11, wherein a stroke command  
2 for a zone is activatable by positioning an on-screen cursor within the zone and  
3 stroking the cursor.

1           17. (Original) A computer-implemented method for manipulating an  
2 object, comprising:  
3           displaying a representation of the object;  
4           displaying a control region surrounding the object and comprising a  
5           plurality of zones for accepting object manipulation commands on  
6           the object via at least two modes of user input;  
7           receiving user input in one of the zones; and  
8           responsive to the user input, changing a characteristic of the object.

1           18. (Original) The method of claim 17, wherein each mode of user input  
2 comprises one selected from the group consisting of:  
3           stylus position input;  
4           mouse input;  
5           touchpad input;  
6           pointing device input;  
7           touch-sensitive screen input;  
8           keyboard input;  
9           voice input; and  
10          remote controller input.

1           19. (Original) The method of claim 17, wherein one mode of user input  
2 comprises receiving keyboard input from a keyboard including keys  
3 corresponding to the zones.

1           20. (Original) The method of claim 17, wherein one mode of user input  
2 comprises receiving keyboard input from a keyboard having standard keys on  
3 the keyboard selectively assigned to zones.

1           21. (Original) The method of claim 17, wherein one mode of user input  
2 comprises receiving keyboard input from a keyboard including additional keys  
3 corresponding to the zones.

1           22. (Original) The method of claim 17, wherein the zones are arranged in  
2 a grid.

1           23. (Original) The method of claim 17, wherein the zones are arranged in  
2 a matrix comprising rows of cells, and wherein the object representation is  
3 located within a cell of the matrix.

1           24. (Original) The method of claim 17, wherein the zones are arranged in  
2 a matrix comprising three rows of three cells each, and wherein the object  
3 representation is located in the center cell of the center row.

1           25. (Original) The method of claim 17, further comprising:  
2 responsive to a menu activation command, displaying a menu for a zone,  
3 the menu comprising commands, wherein the menu is displayed in  
4 proximity to the zone upon activation;

1           26. (Original) The method of claim 25, wherein at least one of the menu  
2 commands is also directly activatable by at least one of stroking, pressing a  
3 button, or double-clicking within the zone.

1           27. (Original) The method of claim 25, wherein the menu activation  
2 command comprises positioning an on-screen cursor within the zone and  
3 pressing a button.

1           28. (Original) The method of claim 25, wherein the menu activation  
2 command comprises a voice command.

1           29. (Original) The method of claim 25, wherein the menu includes, for at  
2 least one command, an icon indicating a stroke direction for directly activating  
3 the command.

1           30. (Original) The method of claim 25, wherein the menu indicates a  
2 double-click command for direct activation of each directly activatable  
3 command.

1           31. (Original) The method of claim 25, wherein a stroke command for a  
2 zone is activatable by positioning an on-screen cursor within the zone and  
3 stroking the cursor.

1           32. (Original) The method of claim 25, wherein a double-click command  
2 for a zone is activatable by positioning an on-screen cursor within the zone and  
3 double-clicking.

1           33. (Cancel)

1           34. (Cancel)

1           35. (Cancel)

1           36. (Cancel)

1           37. (Cancel)

1           38. (Cancel)

1        39. (Original) A computer program product for manipulating an object,  
2 comprising:

3        a computer-readable medium; and

4        computer program code, encoded on the medium, for:

5                displaying a representation of the object;

6                displaying a control region surrounding the object and

7                        comprising a plurality of zones for accepting object

8                        manipulation commands on the object via at least two

9                        modes of user input;

10                receiving user input in one of the zones; and

11                responsive to the user input, changing a characteristic of the

12                        object.

1        40. (Original) The computer program product of claim 39, wherein each  
2 mode of user input comprises one selected from the group consisting of:

3        stylus position input;

4        mouse input;

5        touchpad input;

6        pointing device input;

7        touch-sensitive screen input;

8        keyboard input;

9        voice input; and

10        remote controller input.

1           41. (Original) The computer program product of claim 39, wherein one  
2 mode of user input comprises receiving keyboard input from a keyboard  
3 including keys corresponding to the zones.

1           42. (Original) The computer program product of claim 39, further  
2 comprising computer program code for:  
3           responsive to a menu activation command, displaying a menu for a zone,  
4           the menu comprising commands, wherein the menu is displayed in  
5           proximity to the zone upon activation;

1           43. (Original) The computer program product of claim 42, wherein at  
2 least one of the menu commands is also directly activatable by at least one of  
3 stroking, pressing a button, or double-clicking within the zone.

1           44. (Original) The computer program product of claim 42, wherein the  
2 menu includes, for at least one command, an icon indicating a stroke direction  
3 for directly activating the command.

1           45. (Cancel)

1           46. (Cancel)

1           47. (Cancel)

1           48. (Original) A system for manipulating an object displayed on a  
2 display, comprising:  
3           a display, for displaying a representation of the object and for displaying a  
4           control region surrounding the displayed representation of the  
5           object and comprising a plurality of zones for accepting object



6 manipulation commands via an input device and via at least two  
7 modes of user input;  
8 an input device for accepting user input in the zones; and  
9 a processor, coupled to the display and to the input device, for executing  
10 an object manipulation command in response to the user input.

1 49. (Original) The system of claim 48, wherein the input device comprises  
2 at least one selected from the group consisting of:  
3 a tablet for detecting a stylus position;  
4 a mouse;  
5 a touchpad;  
6 a pointing device;  
7 a touch-sensitive screen;  
8 a keyboard;  
9 a microphone for accepting voice input; and  
10 a remote controller.

1 50. (Original) The system of claim 48, wherein the input device comprises  
2 a keyboard including keys corresponding to the zones.

1 51. (Original) The system of claim 48, wherein the input device comprises  
2 a keyboard, and wherein standard keys on the keyboard are selectively assigned  
3 to zones.

1 52. (Original) The system of claim 48, wherein the input device comprises  
2 a keyboard including additional keys corresponding to the zones.

1           53. (Original) The system of claim 48, wherein the zones are arranged in a  
2 grid.

1           54. (Original) The system of claim 48, wherein the zones are arranged in a  
2 matrix comprising rows of cells, and wherein the object representation is located  
3 within a cell of the matrix.

1           55. (Original) The system of claim 48, wherein the zones are arranged in a  
2 matrix comprising three rows of three cells each, and wherein the object  
3 representation is located in the center cell of the center row.

1           56. (Original) The system of claim 48, wherein the user input modes  
2 comprise at least two selected from the group consisting of:  
3           an activation command;  
4           an activation command concurrent with a modifier key;  
5           voice input;  
6           keyboard input;  
7           remote controller input;  
8           mouse input;  
9           stroke input; and  
10          menu command selection.

1           57. (Original) The system of claim 48, wherein, responsive to the input  
2 device receiving a menu activation command for a zone, the display further  
3 displays, in proximity to the zone upon activation, a menu comprising  
4 commands.

1           58. (Original) The system of claim 57, wherein at least one of the menu  
2 commands is also directly activatable by at least one of stroking, pressing a  
3 button, or double-clicking within the zone.

1           59. (Original) The system of claim 57, wherein the menu includes, for at  
2 least one command, an icon indicating a stroke direction for directly activating  
3 the command.

4           60. (Original) The system of claim 57, wherein a stroke command for a zone  
5 is activatable by positioning an on-screen cursor within the zone and stroking the  
6 cursor.